

# Weekly Report 2016.06.06-2016.06.12

## Progress:

### 1. Huawei Project.

This week I tried to re-implement the interactions. The code structure is completely changed now. Previously interactions are added to svg elements when the elements are created. Now we have to add the interaction after the elements are created and rendered.

I have tested the technique of adding interactions after rendering and added basic zoom and drag to the ego-view.

### 2. Review two papers from CAD 学报

I have finished reviewing the two papers from CAD 学报.

### 3. Vis Submission

This week I received the result of my vis submission. The paper is rejected and the score is quite low. The average score is 2 (2.5, 2.5, 2, 1.5) and the secondary reviewer even gave 1.5.

There are several major problems in the paper:

1. Tasks are not identified. The design goals are not derived from clearly defined tasks.
2. Visual design decisions are missing. It seems that there are some problems in the visual design decisions we wrote in the visual design section. Reviewers think that some critical issues are not discussed properly, such as why we choose star glyphs in the detail view, why we choose radial design in the cluster view and the rank view, and why we use parallel coordinates in the rank view.
3. Quality of presentation is not good. A reviewer mentioned that the paper needs to be reconstructed.
4. Some visual designs are not good. We need to refine these designs.

Basically, the paper is not written well and there are problems in the visual design.

## Plan:

- 1. Huawei Project**

Finish the interactions.

- 2. Vis Submission**

Discuss the revision plan with Prof. Wu.